LOSSLESS MANIPULATION OF MEDIA OBJECTS

Abstract of the Disclosure

An original media object, such as an image, is edited without loss of the data comprising the media object. Changes applied to the media object are defined by metadata associated with the media object. For example, metadata define the cropping of an original JPEG image without loss of the original image. The metadata from a previous editing session can be used to further revising a change to the media object. Preferably, the metadata are stored as a stream in a substorage of an object linking and embedding (OLE) file. For display purposes, and for ease of modification, an edited version of the media object is stored as another stream of data in the substorage of the OLE file. The edited version of the media object is preferably compressed and serves as an intermediate object for faster display during editing and as a surrogate if the original media object is unavailable.